IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please AMEND claim 10 in accordance with the following:

1. (**ORIGINAL**) A method for managing an ENAV buffer in an interactive apparatus for use in an interactive mode, the method comprising:

allocating at least a portion of the ENAV buffer to be an updateable markup area provided for ENAV files on the basis of ENAV buffer configuration information; and

loading predetermined ENAV files to be buffered in the ENAV buffer in the allocated updateable markup area.

2. (**ORIGINAL**) The method of claim 1, wherein the allocating comprises allocating the updateable markup area according to memory size information included in the ENAV buffer configuration information.

3. (**ORIGINAL**) The method of claim 1, wherein the allocating comprises allocating the updateable markup area according to memory names and sizes information included in the ENAV buffer configuration information.

4. (**ORIGINAL**) The method of claim 1, wherein the allocating comprises reading the ENAV buffer configuration information recorded in a loading information file, and the loading comprises loading the corresponding ENAV file with reference to information for names and locations of ENAV files recorded in the loading information file.

5. (**ORIGINAL**) The method of claim 1, wherein the allocating comprises reading the ENAV buffer configuration information recorded in a loading information file using a memory element specifying whether one of the ENAV files is to be buffered in the updateable markup

area.

6. (**ORIGINAL**) The method of claim 1, wherein the allocating comprises reading as the ENAV buffer configuration information memory names and sizes recorded in a loading information file using an attribute of a memory element of the loading information file.

7. (**ORIGINAL**) The method of claim 1, wherein the allocating comprises:

reading a predetermined loading information file with reference to a startup file included in a directory in which the ENAV files are stored; and

reading the ENAV buffer configuration information recorded in the read loading information file.

8. (**ORIGINAL**) The method of claim 7, wherein the loading comprises loading the ENAV files stored on a storage medium into the updateable markup area with reference to names and locations information of the ENAV files recorded in the loading information file.

9. (**ORIGINAL**) The method of claim 7, wherein the loading comprises requesting from a server one of the ENAV files on the basis of name and location information of the ENAV files recorded in the loading information file and loading the one ENAV file provided from the server to the interactive apparatus to be buffered in the updateable markup area.

10. (**CURRENTLY AMENDED**) The method of claim 1, wherein the allocating comprises:

displaying an error message if no area of the ENAV buffer is allocated, and

if the error message is ~~not~~ displayed, not loading the predetermined ENAV files to be buffered in the allocated updateable markup area.

11. (**ORIGINAL**) A method of managing a buffer for a chat service in an interactive device having an ENAV buffer, the method comprising:

allocating at least a portion of the ENAV buffer to be an updateable markup area provided for ENAV files on the basis of ENAV buffer configuration information; and

loading the ENAV files for the chat service in the allocated updateable markup area of the ENAV buffer.

12. (**ORIGINAL**) The method of claim 11, wherein the allocating comprises allocating the updateable markup area according to memory size information included in the ENAV buffer configuration information.

13. (**ORIGINAL**) The method of claim 11, wherein the allocating comprises allocating the updateable markup area according to memory names and sizes information included in the ENAV buffer configuration information.

14. (**ORIGINAL**) The method of claim 11, wherein the allocating comprises reading the ENAV buffer configuration information recorded in a loading information file, and the loading comprises loading a corresponding one of the ENAV files with reference to name and location information of the ENAV files which are recorded in the read loading information file.

15. (**ORIGINAL**) The method of claim 11, wherein the allocating comprises reading the ENAV buffer configuration information recorded in a loading information file using a memory element which indicates whether the ENAV file is to be buffered in the updateable markup area of the ENAV buffer.

16. (**ORIGINAL**) The method of claim 11, wherein the allocating comprises reading as the ENAV buffer configuration information a memory name and size recorded in a loading information file using an attribute of a memory element of the loading information file.

17. (**ORIGINAL**) The method of claim 11, wherein the allocating comprises:

reading a predetermined loading information file with reference to a startup file included in a directory in which ENAV files are stored; and

reading the ENAV buffer configuration information recorded in the read loading information file.

18. (**ORIGINAL**) The method of claim 17, wherein the loading further comprises loading the ENAV files stored on a storage medium into the updateable markup area of the ENAV buffer with reference to names and locations information of the ENAV files recorded in the read loading

information file.

19. (**ORIGINAL**) The method of claim 17, wherein the loading further comprises:

requesting to a server one of the ENAV files on the basis of name and location information of the ENAV files recorded in the loading information file, and

loading the one ENAV file provided from the server in the updateable markup area of the ENAV buffer.

20. (**ORIGINAL**) A computer readable medium encoded with processing instructions for implementing the method of claim 1 performed by a computer.

21. (**ORIGINAL**) The method of claim 1, wherein the allocating further comprises reading the ENAV buffer configuration information file from a storage medium which stores audio and/or video (AV) data to be reproduced with the ENAV files by the interactive apparatus in the interactive mode.

22. (**ORIGINAL**) The method of claim 21, further comprising detecting from the storage medium a memory element that indicates:

a location of the ENAV file as being on another storage medium other than the storage medium from which the AV data is read, and

a location of another ENAV file as being on the storage medium,

wherein the loading further comprises loading one of the ENAV files determined to be an updateable markup file to be buffered into the allocated updateable markup area of the ENAV buffer, and loading the other one of the ENAV files determined not to be an updateable markup file into another portion of the ENAV buffer other than the updateable markup area and which is not allocated for the updateable markup file.

23. (**ORIGINAL**) The method of claim 22, wherein the another storage medium is in a server, and the loading further comprises connecting to and retrieving from the server the ENAV file to be loaded in the updateable markup area of the ENAV buffer.

24. (**PREVIOUSLY PRESENTED**) A method of managing a buffer of a recording and/or

reproducing apparatus which reproduces first data and interactive data read from a storage medium in an interactive mode, the method comprising:

allocating the buffer to include an updateable markup area reserved for an updateable type of interactive file and another area for another type of the interactive file using the interactive data read from the storage medium;

prior to reproducing an interactive file with the first data in the interactive mode, loading the interactive file in the updateable markup area if the interactive file is determined to be the updateable type, and loading the interactive file in the another area if the interactive file is determined to be the another type.

25. (**ORIGINAL**) The method of claim 24, further comprising determining a size of the updateable markup area using information read from the storage medium.

26. (**ORIGINAL**) The method of claim 25, wherein the determining the size comprises reading a preset size for the updateable markup area included in the interactive data.

27. (**PREVIOUSLY PRESENTED**) The method of claim 26, wherein the reading the preset size comprises detecting a loading information file with information on the interactive file to be loaded and which is stored on the storage medium, and reading the preset size from the loading information file.

28. (**ORIGINAL**) The method of claim 25, wherein the determining the size comprises detecting a file system for the interactive data to be read from the storage medium, and determining the size for the updateable markup area from the file system.

29. (**ORIGINAL**) The method of claim 25, wherein the determining the size comprises receiving the size set by another storage medium from which the interactive file is to be buffered.

30. (**ORIGINAL**) The method of claim 29, further comprising detecting from the interactive data read from the storage medium a location of the another storage medium, wherein the receiving the size comprises sending a request for the interactive file from the apparatus to the another storage medium at the location, and receiving a response including a

content size from the another storage medium.

31. (**ORIGINAL**) The method of claim 30, wherein the loading the interactive file comprises receiving an indicator in the response which distinguishes the updateable type of the interactive file to be loaded in the updateable markup area and the another type.

32. (**ORIGINAL**) The method of claim 24, wherein the allocating the buffer further comprises detecting a loading information file with information on the interactive file to be loaded and which is stored on the storage medium.

33. (**ORIGINAL**) The method of claim 32, wherein the loading information file includes information on a location of the interactive file to be loaded, and the loading the interactive file comprises loading the interactive file from the location read from the loading information file.

34. (**ORIGINAL**) The method of claim 33, wherein the location comprises a location on the storage medium, and the loading the interactive file comprises reading the interactive file from the storage medium at the location.

35. (**ORIGINAL**) The method of claim 33, wherein the location comprises a location on another storage medium, and the loading the interactive file comprises reading the interactive file from the another storage medium at the location.

36. (**ORIGINAL**) The method of claim 35, wherein the another storage medium is disposed in a server, and the loading the interactive file comprises establishing a connection to the server from the apparatus in order to receive the interactive file to be buffered.

37. (**ORIGINAL**) The method of claim 36, further comprising receiving a response from the server indicating that the interactive file is to be buffered in the interactive area and setting a size of the allocated updateable markup area.

38. (**ORIGINAL**) The method of claim 37, further comprising providing a chat service in the interactive mode using the interactive file buffered in the updateable markup area and the

reproduced first data.

39. (**ORIGINAL**) The method of claim 37, further comprising providing an internet service in the interactive mode using the interactive file buffered in the updateable markup area and the reproduced first data.

40. (**ORIGINAL**) The method of claim 32, further comprising detecting an order of a plurality of interactive files for use in the interactive mode, and the loading the interactive file comprises loading the interactive file in the buffer using the detected order.

41. (**ORIGINAL**) The method of claim 24, further comprising providing a chat service in the interactive mode using the interactive file buffered in the updateable markup area and the reproduced first data.

42. (**ORIGINAL**) The method of claim 24, further comprising providing an internet service in the interactive mode using the interactive file buffered in the updateable markup area and the reproduced first data.

43. (**ORIGINAL**) The method of claim 24, further comprising:

detecting if the interactive file has been updated as compared to the interactive file currently loaded, and

if the interactive file has been updated, loading the updated interactive file in the updateable markup area to replace the interactive file currently loaded in the updateable markup area.

44. (**ORIGINAL**) The method of claim 43, wherein the interactive file and the updated interactive file are loaded from another storage medium connected to the buffer and other than the storage medium having the first data.

45. (**ORIGINAL**) The method of claim 24, wherein the first data includes an image, and further comprising displaying the image in a first area of a display with the reproduced interactive file being displayed in a second area of the display.

46. (**ORIGINAL**) The method of claim 45, wherein the first data includes a video comprising the image.

47. (**ORIGINAL**) The method of claim 24, wherein the first data includes audio data, and further comprising displaying the reproduced interactive file in an interactive display as the audio data is reproduced.

48. (**ORIGINAL**) A computer readable medium encoded with processing instructions for implementing the method of claim 24 performed by a computer.